

**SYSTEM, METHOD AND ARTICLE OF MANUFACTURE FOR A
SCHEDULER COMPONENT IN A MULTIMEDIA SYNCHRONIZATION
FRAMEWORK**

ABSTRACT

A system, method and article of manufacture are provided for affording a scheduler object adapted to facilitate the playback of an event simultaneously on a plurality of networked client apparatuses. First, various values are determined including a current time, a start time when an event is to start, and a stop time when the event is to end. Thereafter, a length of the event is calculated based on the start time and the stop time. If any portion of the length of the event takes place during a predetermined threshold period, a command is stored in memory. Further, a loop is created at the start time during which a lapsed time of the event is tracked.

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